

AMENDMENTS TO CLAIMS

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims

1. (amended) A computer program product comprising:
a computer usable medium having computer readable program code for enabling a plurality of
players to wager on a random chance event embodied therein, said computer readable program
code configured to:
present a gaming interface to said plurality of players;
obtain a wager from said plurality of players via said gaming interface;
obtain a predicted outcome from said plurality of players via said gaming interface;
execute a random number generator configured to simulate a random chance event when said
plurality of players has have each completed entering said wager and said predicted
outcome;
obtain an actual outcome using output from said random number generator, wherein said random
number generator executes on a gaming engine separable from said gaming interface and
wherein of said plurality of players wagering on said predicted outcome a player with an
odd result is to be determined as a winner;
determine said winner of said plurality of players from said actual outcome;
charge a variable game fee amount to said winner of said plurality of players;
inform said plurality of players of a win if said predicted outcome matches said actual outcome
derived by said execution of said random number generator.
2. (please cancel)

3. (unchanged) The computer program product of claim 2 wherein said gaming interface is coupled to said gaming engine via an interconnection fabric.
4. (unchanged) The computer program product of claim 1 wherein said wager comprises an item having monetary value.
5. (unchanged) The computer program product of claim 1 wherein said wager comprises credits earned by said player for performing at least one certain action.
6. (unchanged) The computer program product of claim 1 wherein said wager comprises fun money having no monetary value.
7. (unchanged) The computer program product of claim 1 wherein said wager activates a play button in said gaming interface when said wager exceeds a minimum amount.
8. (unchanged) The computer program product of claim 1 wherein said play button in said gaming interface deactivates when said wager is above a certain threshold.
9. (unchanged) The computer program product of claim 1 wherein said predicted outcome comprises a guess of said actual outcome derived by said random number generator.
10. (unchanged) The computer program product of claim 1 wherein said gaming interface comprises an animation window for displaying a visual depiction of said random chance event simulated by said random number generator.

11. (unchanged) The computer program product of claim 1 wherein said random chance event comprises a binary event.
12. (unchanged) The computer program product of claim 11 wherein said binary event comprises a simulated coin flip.
13. (unchanged) The computer program product of claim 1 further comprising computer readable program code configured to:
determine a win amount associated with said wager when said predicted outcome matches said actual outcome;
deduct a game fee from said win amount to derive a last win amount;
distribute said last win amount to an account associated with said player.
14. (unchanged) The computer program product of claim 13 wherein said game fee comprises a fixed amount.
15. (unchanged) The computer program product of claim 13 wherein said game fee comprises a variable amount.
16. (unchanged) The computer program product of claim 15 where said variable amount depends upon said wager obtained from said player.

17. (unchanged) The computer program product of claim 1 wherein said actual outcome generated by said random number generator is a first choice fifty percent of the time said random number generator is executed.

18. (amended) A method for enabling a plurality of players to wager on a random chance event comprising:

obtaining a wager from a plurality of players via a gaming interface;

obtaining a predicted outcome from said plurality of players via said gaming interface;

executing a random number generator configured to simulate a random chance event when said plurality of players has completed entering said wager and said predicted outcome;

obtaining an actual outcome using output generated by said random number generator, wherein said random number generator executes on a gaming engine separable from said gaming interface and wherein of said plurality of players wagering on said predicted outcome a player with an odd result is to be determined as winner;

determining said winner of said plurality of players from said actual outcome;

charging a variable game fee amount to said winner of said plurality of players;

informing said plurality of players of a win if said predicted outcome matches said actual outcome.

19. (please cancel)

20. (unchanged) The method of claim 19 wherein said gaming interface is coupled to said gaming engine via an interconnection fabric.

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21. (unchanged) The method of claim 18 wherein said wager comprises an item having monetary value.
22. (unchanged) The method of claim 18 wherein said wager comprises credits earned by said player for performing a certain action.
23. (unchanged) The method of claim 18 wherein said wager comprises fun money having no monetary value.
24. (unchanged) The method of claim 18 wherein said wager activates a play button in said gaming interface when said wager exceeds a minimum amount.
25. (unchanged) The method of claim 18 wherein said play button in said gaming interface deactivates when said wager is above a certain threshold.
26. (unchanged) The method of claim 18 wherein said predicted outcome comprises a guess of said actual outcome derived by said random number generator.
27. (unchanged) The method of claim 18 wherein said gaming interface comprises an animation window for displaying a visual depiction of said random chance event simulated by said random number generator.
28. (unchanged) The method of claim 18 wherein said random chance event comprises a binary event.

29. (unchanged) The method of claim 28 wherein said binary event comprises a simulated coin flip.

30. (unchanged) The method of claim 18 further comprising:
determining a win amount associated with said wager when said predicted outcome matches said actual outcome;
deducting a game fee from said win amount to derive a last win amount;
associating said last win amount with an account associated with said player.

31. (unchanged) The method of claim 30 wherein said game fee comprises a fixed amount.

32. (unchanged) The method of claim 30 wherein said game fee comprises a variable amount.

33. (unchanged) The method of claim 32 where said variable amount depends upon said wager obtained from said player.

34. (unchanged) The method of claim 18 wherein said actual outcome generated by said random number generator is a first choice fifty percent of the time said random number generator is executed.

35. (amended) An apparatus for enabling a player to wager on at least one random chance event comprising:
a processor;
memory coupled to said processor;

a gaming engine configured to interface with a gaming interface via an interconnection fabric,

said gaming engine configured to:

obtain a wager from a player;

obtain a predicted outcome from said player;

simulate a random chance event by executing a random number generator when said gaming engine has obtained said wager and said predicted outcome, wherein said wager comprises an item having monetary value and wherein said player and two other players enter said wager on said predicted outcome;

obtain an actual simulated outcome of said random chance event using output generated by said

random number generator, wherein said player with an odd result wins;

allow said player and said two other players to wager against each other;

charge a variable game fee amount;

~~inform said player of a win if said predicted outcome matches said actual outcome~~

inform said player of a win if said predicted outcome differs from a second predicted outcome from a second player and also differs from a third predicted outcome from a third player.

36. (please cancel)

37. (unchanged)The apparatus of claim 35 wherein said wager comprises credits earned by said player for performing at least one predetermined action.

38. (unchanged) The apparatus of claim 35 wherein said wager comprises fun money having no monetary value.

39. (unchanged) The apparatus of claim 35 wherein said wager activates a play button in said gaming interface when said wager exceeds a minimum amount.

40. (unchanged) The apparatus of claim 35 wherein said play button in said gaming interface deactivates when said wager is above a certain threshold.

41. (unchanged) The apparatus of claim 35 wherein said predicted outcome comprises a guess of said actual outcome derived by said random number generator.

42. (unchanged) The apparatus of claim 35 wherein said gaming interface comprises an animation window for displaying a visual depiction of said random chance event simulated by said random number generator.

43. (unchanged) The apparatus of claim 35 wherein said random chance event comprises a binary event.

44. (unchanged) The apparatus of claim 43 wherein said binary event comprises a simulated coin flip.

45. (unchanged) The apparatus of claim 35 wherein said gaming engine is further configured to:

determine a win amount associated with said wager when said predicted outcome matches said actual outcome;

deduct a game fee from said win amount to derive a last win amount;

credit or debit said last win amount to an account associated with said player.

46. (unchanged) The apparatus of claim 45 wherein said game fee comprises a fixed amount.

47. (unchanged) The apparatus of claim 45 wherein said game fee comprises a variable amount.

48. (unchanged) The apparatus of claim 47 where said variable amount depends upon said wager obtained from said player.

49. (unchanged) The apparatus of claim 35 wherein said actual outcome generated by said random number generator is a first choice fifty percent of the time said random number generator is executed.

50. (unchanged) A method for enabling a plurality of players to wager on a random chance event comprising:

obtaining a wager from at least one player of said plurality of players via a gaming interface;

obtaining a predicted outcome from said at least one player of said plurality of players via said gaming interface;

executing a random number generator configured to simulate a random chance event when said at least one player of said plurality of players has completed entering said wager and said predicted outcome; wherein said random chance event comprises multiple simulated coin tosses;

determining an actual outcome using output generated by said random number generator,

wherein said random number generator executes on a gaming engine separable from said

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gaming interface and wherein of said plurality of players wagering on said predicted outcome a player with an odd result is to be determined as winner;
~~informing said at least one player of a win if said predicted outcome matches said actual outcome~~
informing said player of a win if said predicted outcome differs from a second predicted outcome from a second player and also differs from a third predicted outcome from a third player;
charging a variable game fee amount to said winner of said plurality of players.

51. (please cancel)

52. The method of claim 50 wherein said wager represents an item having monetary value.